

Fig. 1a

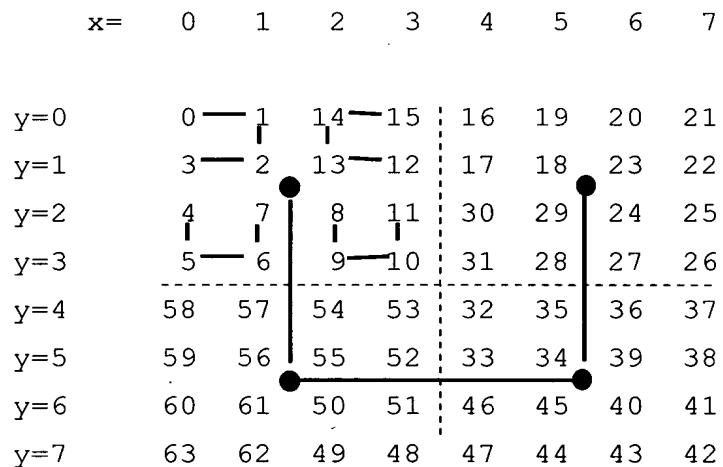


Fig. 2

x=	0	1	2	3	4	5	6	7
y= 0	0	1	4	5	16	17	20	21
y= 1	2	3	6	7	18	<u>19</u>	22	23
y= 2	8	9	(12	13)	24	25	28	29
y= 3	10	11	(14	15)	26	27	30	31
y= 4	32	33	(36	37)	48	49	52	53
y= 5	34	35	(38	39)	50	51	54	55
y= 6	40	41	44	45	56	57	60	61
y= 7	42	43	46	47	58	59	62	63

Fig. 1b

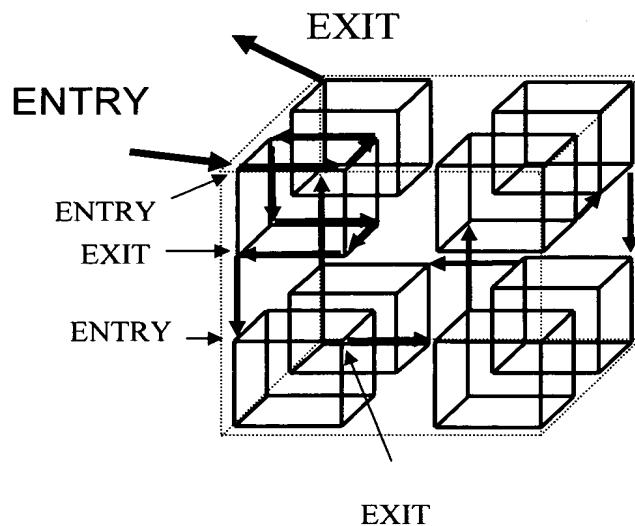


Fig. 3

Expl.1 Expl.2: Expl.3: Expl.4: Expl.5:

f: 101

0: 00	0: 000	0: 101	0: 011	0: 100
1: 01	1: 001	1: 100	1: 001	1: 110
2: 11	2: 011	2: 110	2: 101	2: 111
3: 10	3: 010	3: 111	3: 111	3: 011
	4: 110	4: 011	4: 110	4: 001
	5: 111	5: 010	5: 100	5: 000
	6: 101	6: 000	6: 000	6: 011
	7: 100	7: 001	7: 010	7: 101

Fig. 4

zyx zyx Tab(0)=(000/+2)
 0||000(a) || 000(a) 000 (a)
 000 .0. 010
 000 .. 110
 000 ... 100
 000 ... >> 101
 000 ... 111
 000 ... 011
 000 ... 1 (b) 001
 1 001 0 (b)
 1 001 ...
 (c): see text
 way
 ...
 001 ...
 2 011 .0. (b)
 ...
 011 ... 0 (b)
 ...
 3 010 ... 1 (b) 011 Tab(3)=(011/0)

 ... >> 000 XOR 011=011
 100 XOR 011=111
 010 1 .. (b) 111
 ...
 4 110 0 .. (b)
 ...
 110 ... 1 (b)
 ...
 5 111 ... 0 (b)
 ...
 111 ... 0 (b)
 ...
 6 Tab(6)=(110/+1)
 101 .1. (b) 0 || 110(a) 110(a)
 ...
 101 ...
 101 1 010
 101 2 011
 Sub-Sub-Cube:
 ConcatTab(3)=(011/0) with
 Tab(6)=(110/+1)
 101 3 111 011
 101 3 111 010
 101 3 111 000
 101 3 111 001
 101 3 111 101
 101 3 111 100
 101 3 111 110
 101 3 111 111
 101 4 101
 101 5 001
 101 6 000
 101 ... 0 (b) 7 || 100(a) 100 (a)
 ...
 7 100 ... 1 (b)
 entry/exit
 identical
 || 100 || 1100(a)

(b): x bit changing in opposite way
 (a): main bitblocks

Fig. 5

Primitive 1D, 2 bit, Data Cube:

1st bit: 0----->1

2nd bit: 0-->1-->0-->1

z	z	yz	yz	yz	yz	xyz	xyz
0	0	00	00	00	00	000	000
	1		01		01		001
1	0	01	00	01	00	001	000
	1		>01<		>10<		010
<hr/>							
	11	>11<		11	>00<	011	000
		10			10		010
10	11		10	11		010	011
		10			10		>111<
<hr/>							
	110					111	
						111	110
							100
<hr/>							
	101					110	
						100	
100						101	
							100

(a)

(b)

(c)

(d)

Fig. 6